PRINCE OF PERSIA®
WARRIOR WITHIN™

MATURE 17+
M
CONTENT RATED BY ESRB

UBISOFT™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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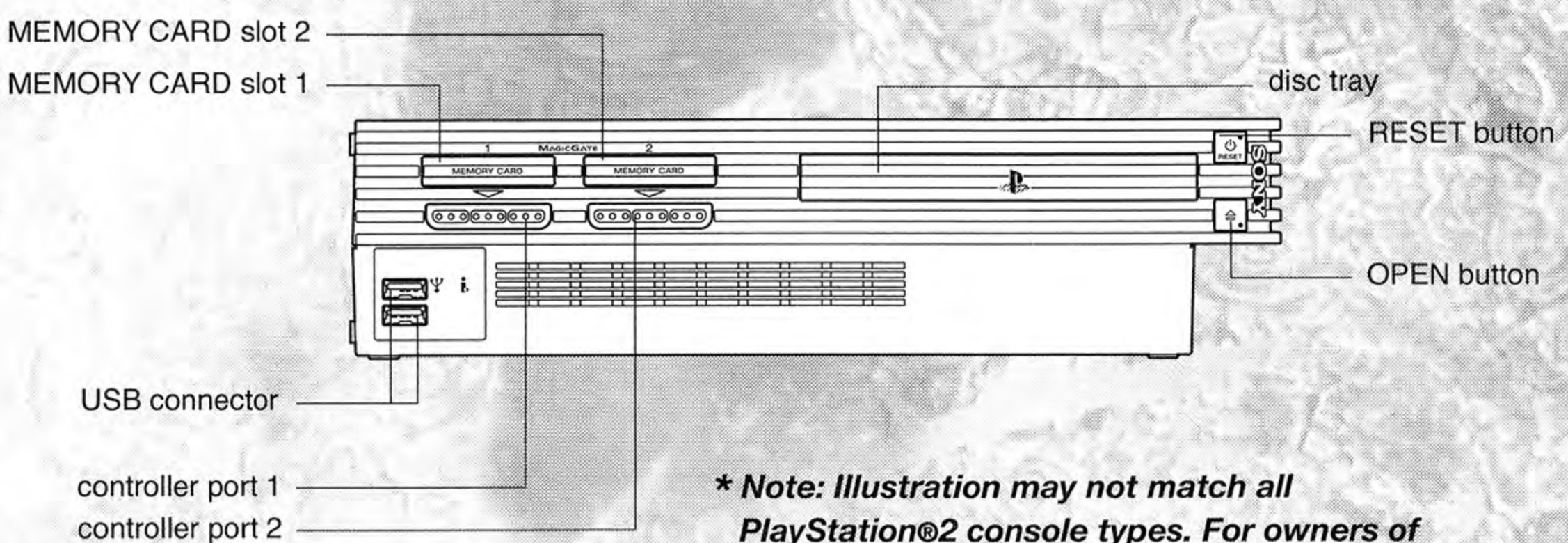
Getting Started



**** Note: Illustration may not match all PlayStation®2 console types. For owners of SCPH-70000 series PlayStation®2 systems, refer to the setup instructions supplied with your system.***

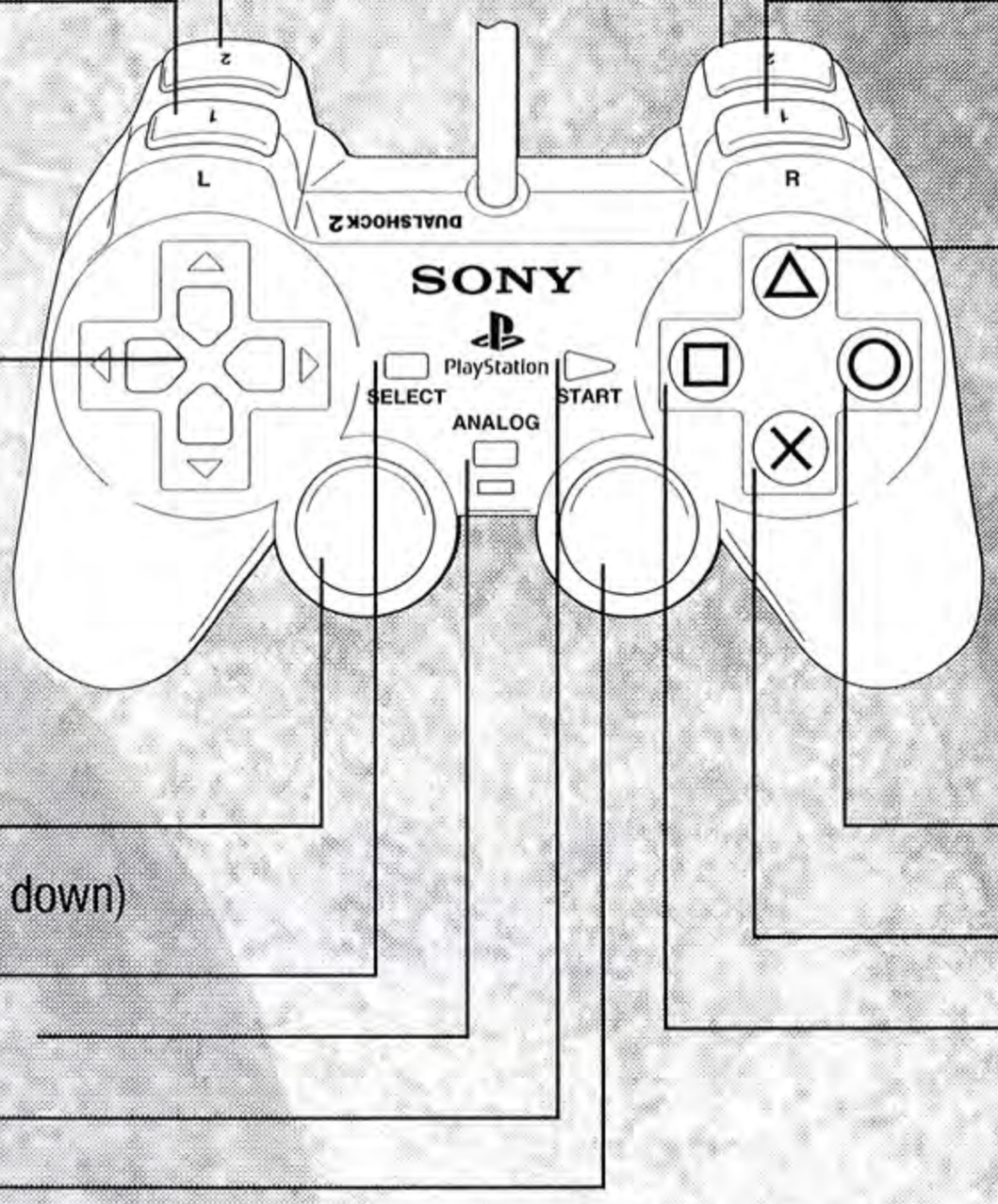
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the Prince of Persia®: Warrior Within™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB) (for PlayStation®2) containing previously saved games.

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Basic Menu Controls

- Press the directional buttons to browse or cycle through the different options.
- Press the ⊗ button to select a button, go to the next screen or change the current option.
- Within any submenu, press the △ button to return to the previous screen.

Gameplay Controls

◻ button:	Attack
✕ button:	Action (jump, roll, eject)
△ button:	Secondary weapon (attack)
○ button:	Pick up weapon; throw weapon; climb down
L1 button:	Rewind (hold); slow motion (tap)
R1 button:	Special action (run on wall, push/pull, swing on bar, drink water); block (in combat mode)
L2 button:	Alternate view (landscape camera)
R2 button:	Look (first-person camera)
R3 button:	Reset camera
left analog stick:	Move the Prince
right analog stick:	Move camera
START button:	Pause/menu
SELECT button:	Map

The Story

Our story begins a few years after the conclusion of Prince of Persia: The Sands of Time™. The Prince has returned home to Babylon, to find himself hunted by a supernatural creature bent on his destruction. Forced to live a life on the run, he seeks counsel from the Old Man, who explains that his actions have spawned a creature known as the Dahaka. In saving the Sultan's palace from destruction, the Prince created a rift in the Timeline. The Dahaka intends to repair this problem – by ending his life.

The Prince quickly comes to realize that there's only one possible way to end his troubles: journey to the birthplace island of the Sands of Time, find a way to travel back into the past, and stop the Sands from being created. He sets sail for the island immediately...

Characters

The Prince

The Prince is a vastly different character from the one we met in Prince of Persia: The Sands of Time. His actions during the events of that game inadvertently unleashed the Dahaka: an invincible creature that has been stalking him relentlessly ever since. Pursued by this beast, unable to eat or sleep, the Prince has become a dark and callous shell of his former self. His fate has been written. He will die.

The Dahaka

Created by the Prince's disruption of the Timeline, this massive, mythical creature was created with a single purpose – ending the Prince's life as quickly as possible. The Dahaka is a monster too hideous even to imagine. As it approaches, the ground trembles and walls, earth, and unsuspecting bystanders are forever pulled into a gaping emptiness, never to return. It couldn't be clearer that this beast is not of this world.

The Empress of Time

While the Empress of Time is, by all outward appearances, a beautiful woman, she is certainly not human. Made eons ago by the Gods, she carries part of the Timeline within her, and as a result is incredibly powerful. She built the Castle of Time and the great army that defends it.

Shahdee

A trusted subordinate of the Empress of Time, Shahdee must ensure that the Prince doesn't reach the Island of Time. When she fails to prevent his arrival, she does everything in her power to destroy him, knowing that if the vengeful Empress sees that the Prince has survived, she will kill Shahdee.

Kaileena

Kaileena is in the Empress of Time's service. The Prince saves her from Shahdee, and to repay the debt, Kaileena assists the Prince, telling him how to access the Castle of Time's central chamber and prevent the creation of the Sands of Time.

The Sandwraith

The Sandwraith is not so much an individual as it is an expression of an individual. An ancient artifact known as the "Mask of the Wraith" will turn anyone who wears it into a Sandwraith: a doppelganger that allows the same person to occupy two spaces in the same Timeline. Legend says that when the Maharaja of India sought to gain the Sands of Time, he was forced to use this artifact to ensure his success, though what happened to the Mask since then has been lost to time...

The Old Man

Living in a tent somewhere deep in Babylon, this old mystic seems to be in touch with knowledge and understanding far deeper than any human should possess. While the Prince will only speak to the Old Man once (at the beginning of the game), his words and his wisdom will carry us through the Prince's entire adventure.

Playing the Game

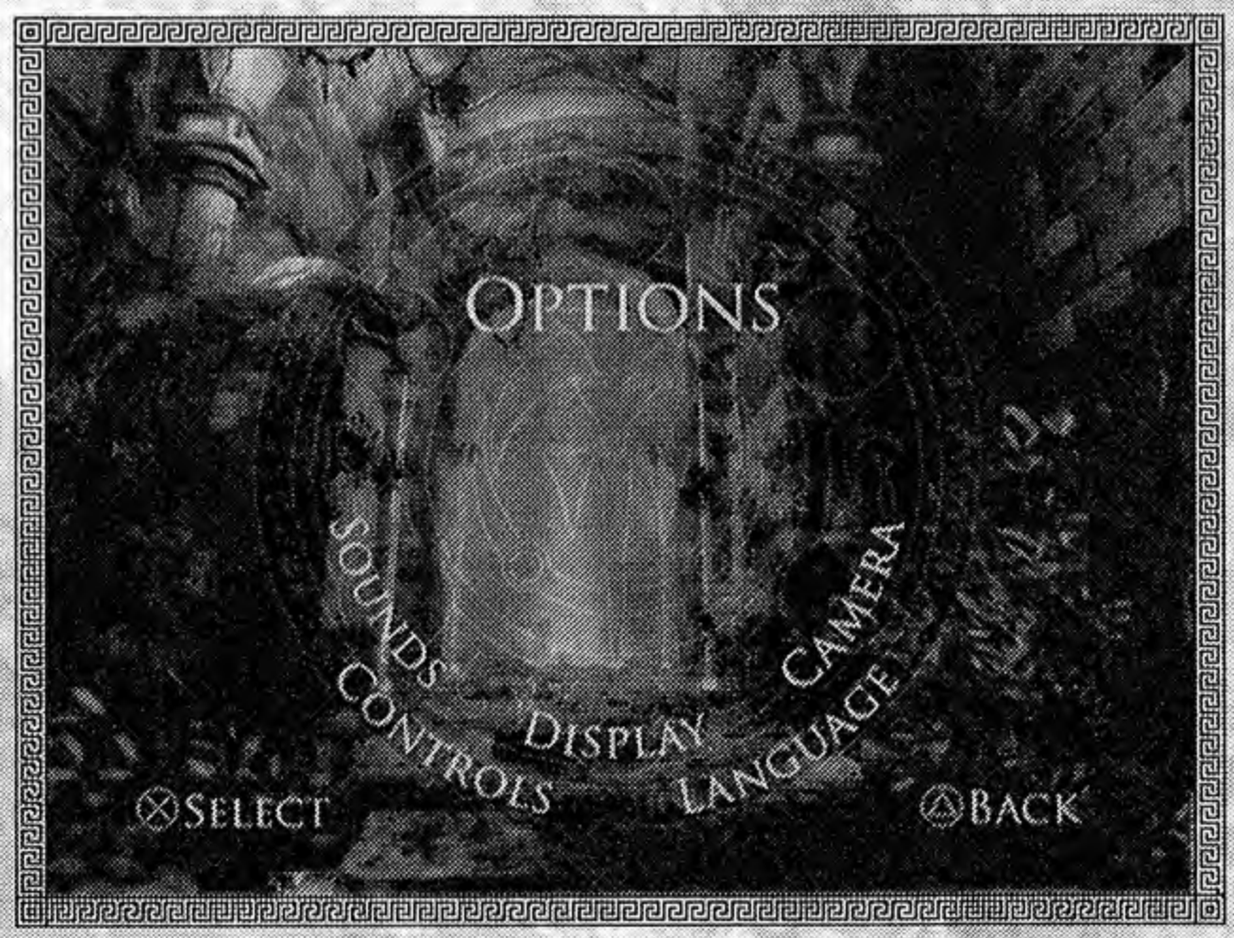
Press the START button to reach the Main Menu.

Main Menu

Use the left analog stick or the directional buttons to move among the following options; then press the ⊗ button to select. Press the △ button to go back to the previous menu screen.

- **New Game:** Start a new game.
- **Load Game:** Resume a previously saved game.
- **Extra Features:** Access the bonuses and the credits.
- **Options:** Access the Options menu to adjust various settings.

Options Menu



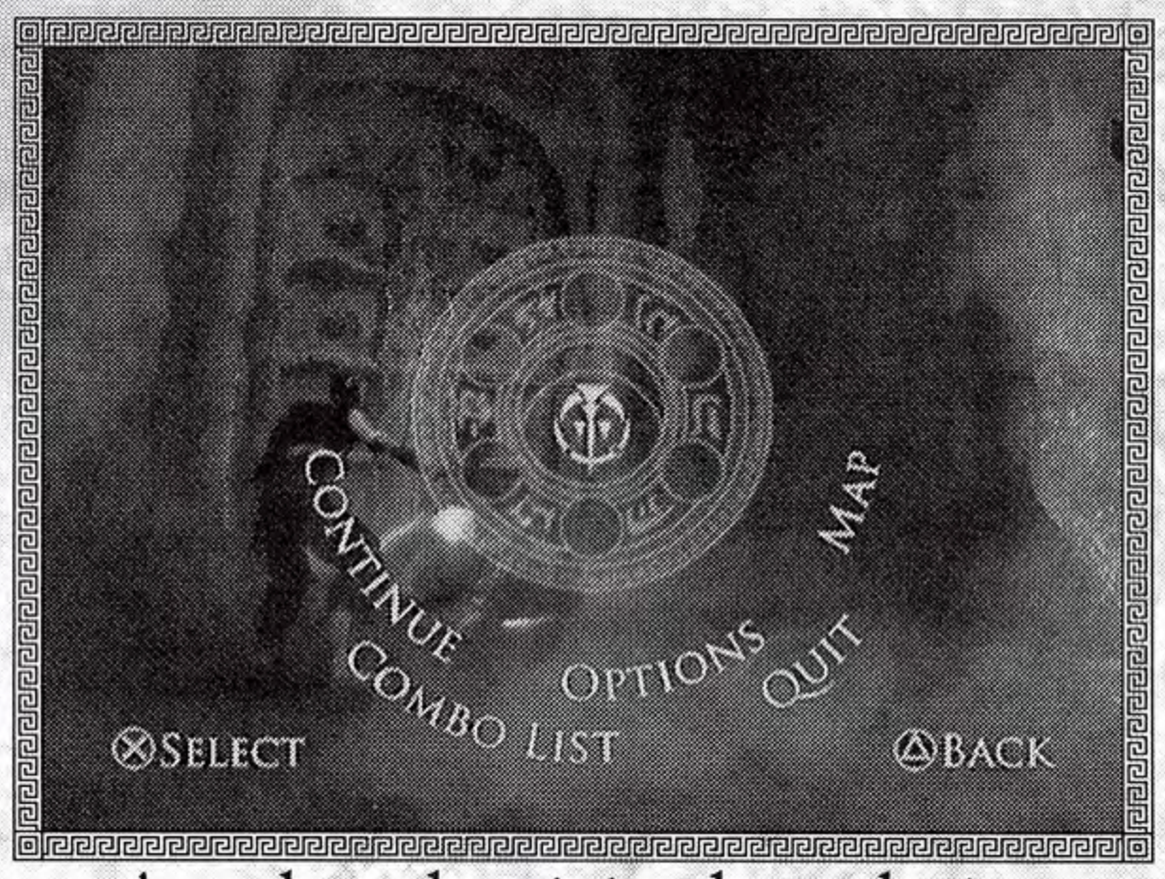
At this screen, you can adjust the following settings for the game:

- **Sounds:** Adjust the balance of music, voices, and sound effects.
- **Display:**
  - Tutorials: Turn tutorial messages On/Off.
  - Blood: Turn this on to change blood to sand in the game.

- **Camera:**
  - Free Look: Choose between Normal and Inverted.
  - Rotation: Choose between Normal and Inverted.
  - Slow-Motion Cam: Determine how often slow motion occurs during fighting sequences. Choose from Never, Seldom, Normal, and Often.
- **Controls:** Turn vibration On/Off.
- **Language:** Change the language.

In-Game Menu

You can pause gameplay at any time by pressing the START button. This will bring up the following screen:



- **Continue:** Resume gameplay.
- **Options:** Access the Options menu to adjust various settings.
- **Map:** Access parts of the map you've already visited, and view the Prince's location and objectives.
- **Combo List:** Access the list of combos and their descriptions.
- **Quit:** Quit your current game and return to the Main Menu.

In-Game Map

When playing, press the SELECT button to see the parts of the map you have already visited, as well as the Prince's location and objectives.

Saving

At specific points (water fountains) in the game, you will be prompted to save your game.

Game Over

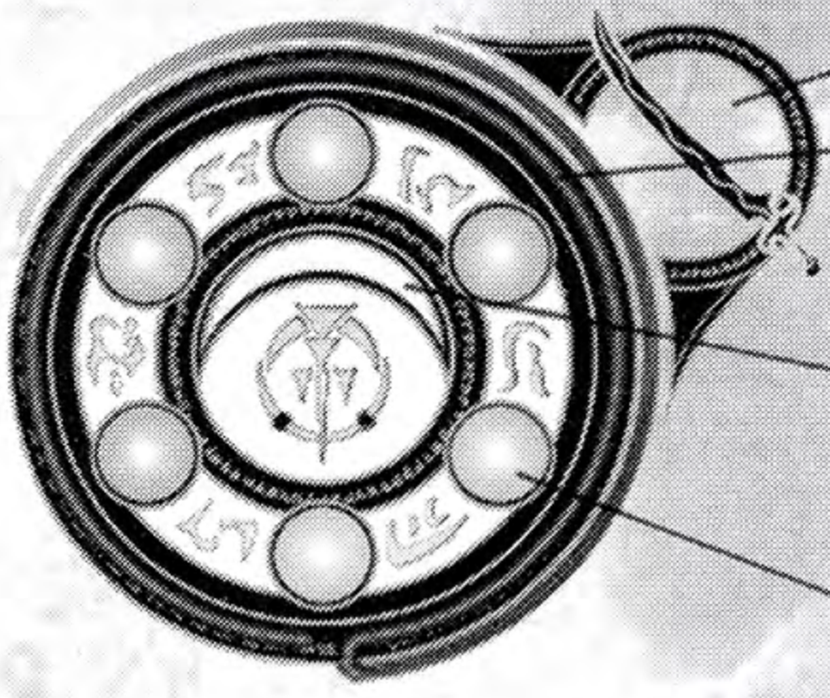
If the Prince dies in the course of gameplay, a screen with the following options will appear:

- **Retry:** Resume the game from the most recent checkpoint.
- **Quit:** Quit your current game and return to the Main Menu.

Loading

To continue a previously saved game, choose Load Game from the Main Menu.

In-Game Interface



Life Bar

Shows the Prince's current state of health. Hard falls, enemy attacks, and traps all cost the Prince life. If your life bar reaches empty, it's Game Over (unless, of course, you undo the mishap by rewinding...). Replenish the life bar by drinking water from a fountain or other sources.

Sand Slots

Show how much sand the Prince has collected. Each rewind empties one sand slot. Each time you retrieve sand from enemies, it fills one slot.

Power Timer

Shows how much time is available to rewind. A full timer represents eight seconds.

Weapon Frame

The weapon frame appears only when the Prince picks up a secondary weapon. This frame shows the current state of the weapon. These weapons only sustain a certain number of hits before they break.

The Powers of Time

Thanks to the talisman Farah gave him at the end of Prince of Persia: The Sands of Time, the Prince still has the ability to control time. To use his time powers, the Prince needs to have sand in the medallion.

After a certain number of hits, enemies will enter a weakened state where they start leaking the sand contained in their bodies. The Prince can then use any finishing attack at his disposal to kill them. He can also continue to strike them with standard attacks, but it will take several hits to kill them.

When an enemy is killed, the Sands of Time are released from his body. The Prince can pass through the sand cloud to gain additional sand for his time powers. Each sand cloud will fill one sand slot.

Time Travel

In special places called "warp rooms," the Prince can use his powers to travel through the Timeline to a distant past or come back to the present. Laws of cause and effect can help him to progress in the present by altering the past.

Recall

By using this power, the Prince can rewind time to cancel any mistake or to avoid any attack. Once he has rewound, he can redo the actions he missed. The power timer displays how much time the Prince can rewind.

Press and hold the L1 button to turn back time. When you reach safety, release the L1 button to resume play. Each rewind uses one sand slot.

Eye of the Storm

The Prince is able to slow down time as he continues to move at the same speed. This allows him to defy speed-limited traps and to fight his enemies while they are slow and helpless. Tap the L1 button to use the Eye of the Storm attack during a fight.

Breath of Fate

This power lets the Prince do a strong ground attack that hurts several enemies simultaneously. Each time he uses this power, one sand slot is consumed. Press and hold the L1 button while blocking with the R1 button.

Wind of Fate

This power lets the Prince do an even stronger ground attack that hurts several enemies simultaneously. Each time he uses this power, two sand slots are consumed. This power requires more lead time than the Breath of Fate. Press and hold the L1 button slightly longer than you did for the Breath of Fate while blocking with the R1 button.

Cyclone of Fate

This power lets the Prince do the strongest ground attack, hurting several enemies simultaneously. Each Cyclone consumes three sand slots. The Cyclone of Fate requires more lead time than the Breath or Wind of Fate. Press and hold the L1 button slightly longer than you did for the Wind of Fate while blocking with the R1 button.

Ravages of Time

The Prince can do a light-speed attack that instantly kills most enemies. Each time he uses this power, two sand slots are consumed. Tap the L1 button while blocking with the R1 button.

Moves

Basic Moves

The Prince will automatically climb obstacles, roll, and jump over deadly pits. When near a wall, he can also perform a vertical or horizontal wall run and rebound from the wall in the opposite direction. He can chain together rebounds to climb up between two walls.

Environment

The Prince can interact with all the elements around him:

- **Ledges:** Climb, drop, lean, and rebound.
- **Ladders:** Climb and rebound.
- **Columns:** Climb, rotate, and rebound.
- **Poles:** Lean, drop, swing, and rebound.
- **Beams:** Move, drop, and jump.
- **Curtains:** Slide down and rebound.
- **Ropes:** Climb, swing, rebound, and wall run.

The Prince can also perform attacks using these elements.

Mechanisms

The Prince can interact with several mechanical elements around him:

- **Boxes:** Push and pull boxes to block enemy attacks.
- **Hanging levers:** Use the hanging levers to activate machines.
- **Pressure plates:** Step on pressure plates to activate certain mechanisms for a short amount of time.
- **Pressure levers:** These levers descend as the Prince hangs onto them and rise again after he drops.
- **Rotating levers:** Use these in different ways, depending on the direction in which they point.

Free-Form Fighting

As a master warrior, the Prince can perform a great variety of advanced and deadly fighting techniques. He can take advantage of the environment around him (ladders, pillars, walls...), grab enemies, and take their weapons to throw or use as secondary weapons.

The Prince can use his superior agility to gain the upper hand on his enemies. For each action, a choice of several new actions is offered to you. In this way, you can create custom combo chains throughout the fight and develop a signature fighting style.

Boosting

The Prince can step on his enemies and jump over them. From there he can grab them, attack them, or rebound into the air.

Grabbing

When his left hand is free, the Prince can grab and hold his enemies. From there he can project them, attack them, or rebound into the air. He can also use his enemies as a human shield.

Aerials

While in the air, the Prince can grab and attack his enemies. He can also rebound from walls to attack them with even more force.

Combos

You can perform several combos by entering the correct button configurations.

Single-Weapon Techniques

Right hand

Single Slash	□
Double Slash	□ + □
Triple Slash	□ + □ + □
Furious Slash	□ + □ + □ + □
Asha's Fury (enemy on ground)	□
Right Sword Charge Attack	□ (only effective with specific swords)

Left hand

Grab	△
Human Shield	△ (hold)
Grab to Boosting	△ + ✕
Grab Slice	△ + □
Grab Throw	△ + △
Strangulation	△ + ○ (repeatedly)
Steal Weapon Kill	△ + ○ (enemy is weak)

Acrobatics

Rebound from Enemy	(toward enemy) ✕
Aerial Slash	(toward enemy) ✕ + □
Landing Slice	(toward enemy) ✕ + □ + □
Aerial Kick Attack	(toward enemy) ✕ + △
Landing Kick Sweep	(toward enemy) ✕ + △ + △
Aerial Back Slash	(toward enemy) ✕ + ○
Landing Steal Weapon	(toward enemy) ✕ + ○ + ○

Other combos

Block	R1 (hold)
Counter Attack	R1 (hold) + □
Counter Kick	R1 (hold) + △
Pick Up Weapon	R1 (hold) + ○

Double-Weapon Techniques

Right hand

Orontes' Grudge	□ + △
Zaroaster's Ire	□ + △ + △
Ptolemaio's Anger	□ + □ + △
Wrath of Cyrus	□ + □ + △ + △
Rage of Darius	□ + □ + △ + △ + △
Azad's Retaliation	□ + □ + △ + △ + □
Azad's Furious Retaliation	□ + □ + △ + △ + □ + □
Ahriman's Revenge	□ + □ + □ + △
Mithra's Vengeance	□ + □ + □ + △ + △

Left hand

Breeze of Anguish	△
Blast of Sorrow	△ + △
Misery Gale	△ + △ + △
Whirlwind of Pain	△ + □
Oblivion Twister	△ + □ + □
Furious Oblivion Twister	△ + □ + □ + □
Plague Tornado	△ + □ + □ + △
Harassing Cyclone	△ + □ + □ + △ + △
Storm of Remorse	△ + △ + □
Tempest of Agony	△ + △ + □ + □
Furious Tempest of Agony	△ + △ + □ + □ + □
Hurricane of Penitence	△ + △ + □ + □ + △
Tormenting Typhoon	△ + △ + □ + □ + △ + △

Acrobatics

Aerial Weapon Throw	(toward enemy) △ + ○

Other combos

Weapon Throw	○
Charge Weapon Throw	○ (hold)

Movement Techniques

Jump	⊗
Jump Slash	⊗ + □
Jump Kick	⊗ + △
Roll	(direction) ⊗
Roll Pierce Attack	(direction) ⊗ + □
Escape Roll	(lying on the ground) ⊗
Stand Up Attack	(lying on the ground) □
Stand Up Spinwheel	(lying on the ground) △
Wall Dive Attack	(run toward wall) □
Wall Spinkick	(run toward wall) △
Angel Drop	(vertical wall run) □
Angel Drop Finish	(vertical wall run) □ + □
Bladewhirl Attack	(vertical wall run) △
Column Shredder	(toward column) □
Column Spinkick	(toward column) △

Time Powers

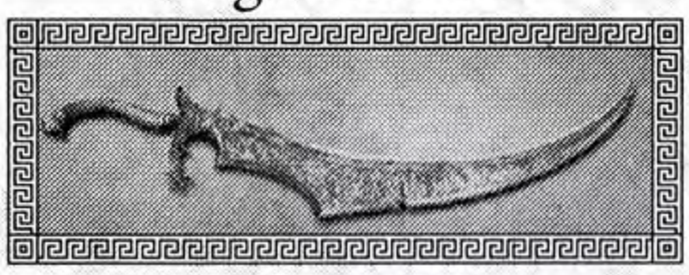
Recall	L1 (hold)
Eye of the Storm	L1 (tap)
Breath of Fate	L1 (hold) + R1
Wind of Fate	L1 (hold) + R1
Cyclone of Fate	L1 (hold) + R1
Ravages of Time	L1 (tap) + R1

Weapons

The Prince can use a vast array of deadly weapons, split into four main classes. Each class generates a different experience, as it forces the Prince to use a different fighting strategy. Each weapon can sustain a certain number of hits before it breaks, has a specific rate of attack, and deals different amounts of damage. Additionally, each class has a unique special attack.

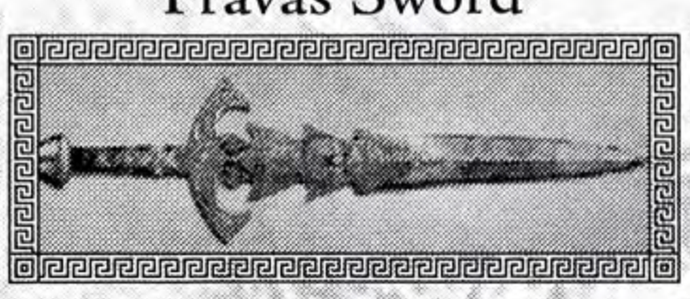
Here are the most common weapons the Prince will find during his journey:

Eagle's Sword



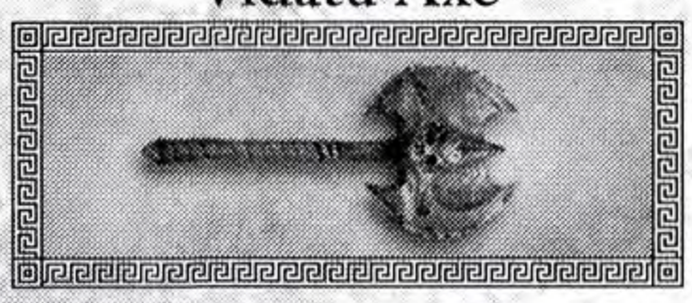
Primary weapons:
Swords.

Fravas Sword



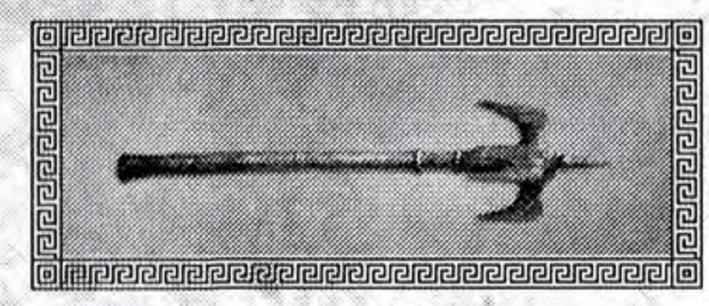
Secondary weapons:
Swords – well balanced.

Vidatu Axe



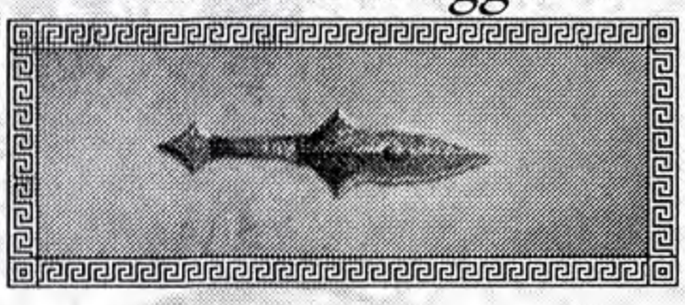
Secondary weapons:
Axes – heavier damage, low speed.

Zend Mace



Secondary weapons:
Maces – grounding on strong attacks.

Abathur Dagger



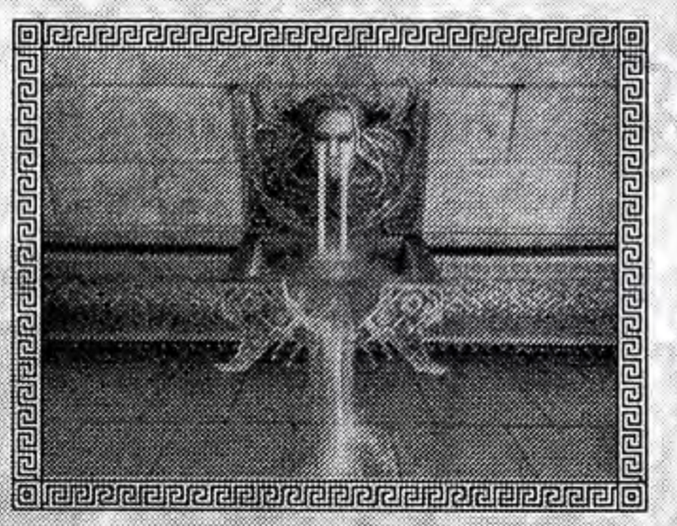
Secondary weapons:
Daggers – short reach, high speed.

The Prince can find and use a huge number of secondary weapons during the game. They are all consumable, and they all have different attributes (strength, speed, and combo). You will have to find all of them to finish the game.

Special Items

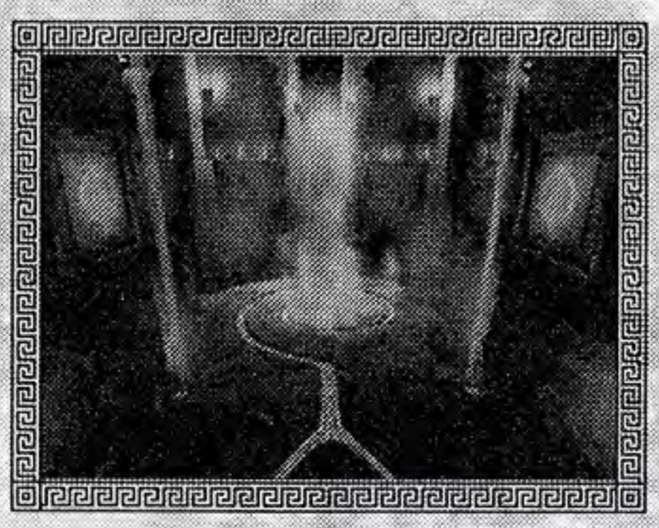
Sands of Time

Sand clouds allow the Prince to use his time powers: rewind, slow motion, and special time attacks. He can find the sand clouds mainly by killing enemies, but it is also possible to find some in breakable objects. Each sand cloud will fill one of the Prince's empty sand slots.



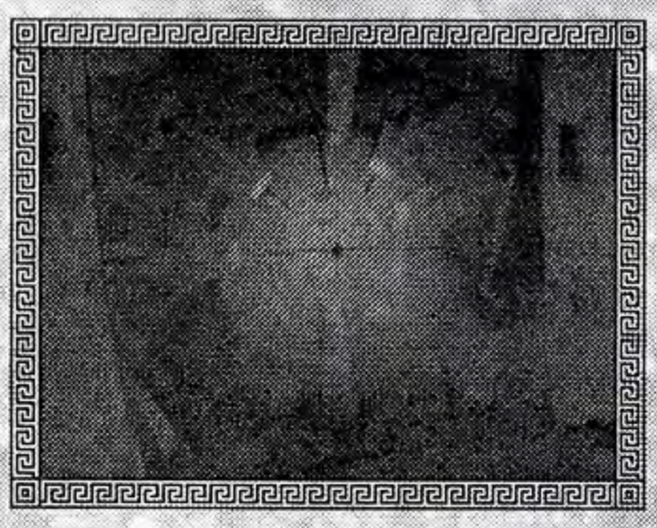
Water Is Life

Trinking water from a fountain or other source will restore a wounded Prince to health. Press and hold the R1 button to drink until your life bar is fully replenished.



Warp Rooms

These rooms not only allow the Prince to travel from the present to the past (and vice versa) but also allow him to gain new time powers and sand slots.

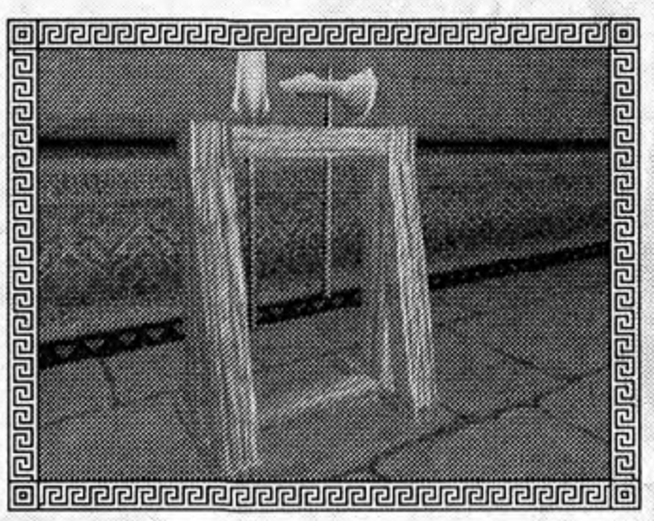


Upgrade Pedestals

The Prince can also gain some life by completing a corridor full of traps.

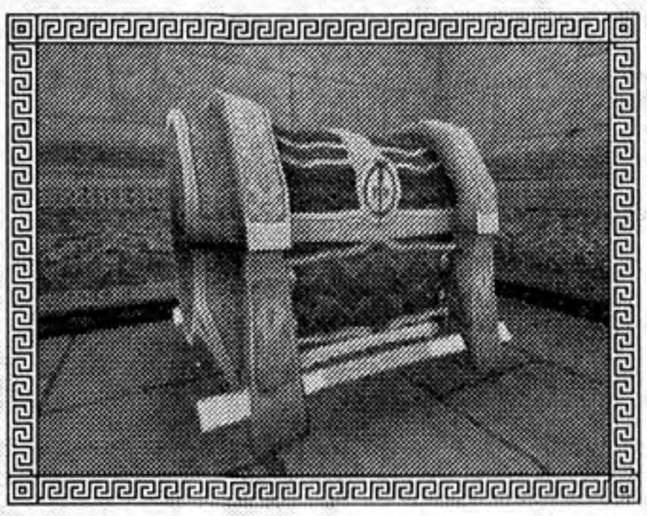
Breakable Objects

Throughout the game the Prince will come across objects that he can destroy. Doing so, he might discover hidden rewards.



Weapon racks:

The Prince can find new weapons.



Artwork chests:

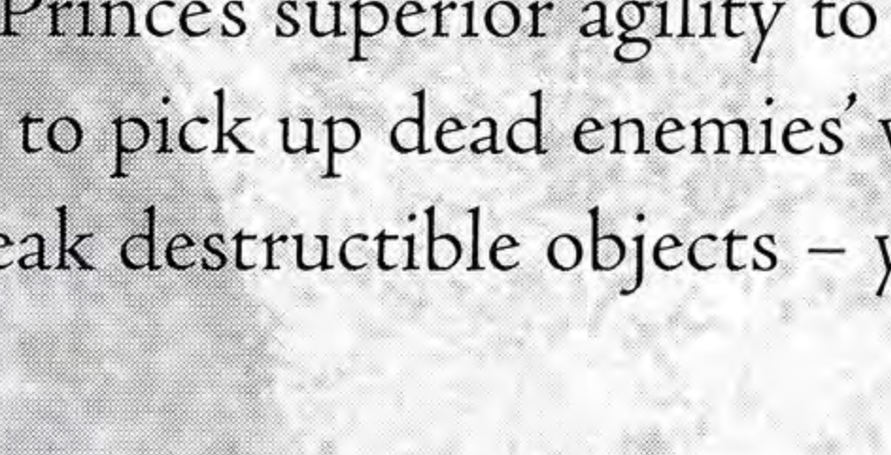
These unlock sections of the artwork gallery.

Hints and Tips

- Don't forget to block! When fighting, press and hold the R1 button to protect the Prince from most enemy attacks.
- During combat, don't just stand in one place! Use the Prince's athletic abilities to stay on the move and take advantage of his surroundings: walls, pillars, ladders, etc.
- Sword upgrades are available as you progress.
- Don't forget to rewind!
- Take advantage of slow motion to help you fight and to avoid traps.
- Use the first-person camera to look around, and the landscape camera to get the big picture of where you are.
- Don't fight your enemies one by one. If you're surrounded, a more effective tactic is to divide your attacks among them in quick succession, using the Prince's superior agility to your advantage.
- Always remember to pick up dead enemies' weapons.
- Don't forget to break destructible objects – you may discover hidden rewards.

Prince of Persia®: Warrior Within™

Proof of Purchase



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Notes:

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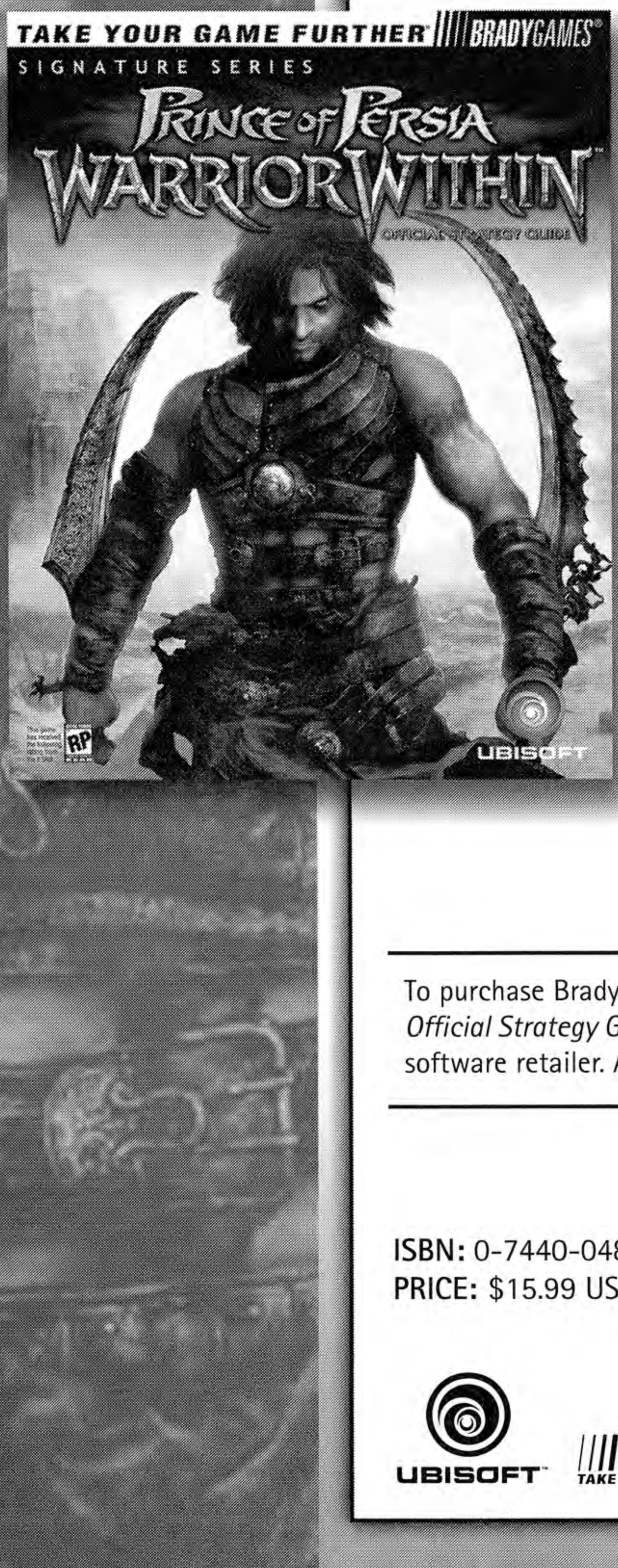

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Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Full product title
- Game console you are using

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This is the best way to find answers to common issues with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems: **http://support.ubi.com.**

Contact Us by Webmail

Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website, we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail, simply log into our site at **http://support.ubi.com.**

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

Contact Us by Phone

You can also contact us by phone by calling **(919) 460-9778** (for our customers in Quebec we provide French language support at (866) 824-6515). Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your gaming system and have all of the necessary information listed above at hand.

Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time** (French language support available from 7 am–4 pm EST).

While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

Contact Us by Standard Mail

If all else fails you can write to us at:

Ubisoft Technical Support • 3200 Gateway Centre Blvd. • Suite 100 • Morrisville, NC 27560

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